1992 CATALOG

The Magic of Computer Role-Playing.

STRATEGIC SIMULATIONS, INC.

Advanced Dungeons & Dragons®
COMPUTER PRODUCT

BIGGER... BETTER... MEANER THAN EVER!

Through a clearing in the haunting forest, three massive towers rise into the night sky — the dread Temple Darkmoon is just ahead! Like a siren, it inexorably draws you into its nightmarish depths....

NEW!

The exciting sequel to EYE OF THE BEHOLDER is here! EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON is a graphically based AD&D® computer fantasy role-playing saga.

You'll love the stunning pictures, realistic animation and 3-D "you-are-there" point of view.

And EYE II gives you more — much more!

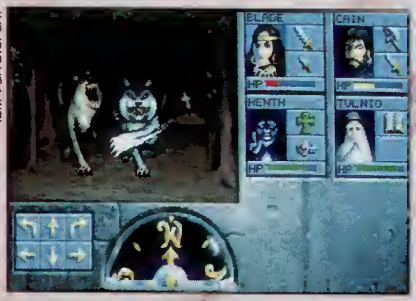
BIGGER! A bigger adventure includes forest, temple, catacomb and three huge towers. The bigger story gives you more people to meet, clues to learn and mysteries to unravel!

BETTER! Better graphics and improved "point-and-click" interface make playing even easier.

MEANER! There are lots of new, smarter, meaner monsters — some of the nastiest ones are human!

FORGOTTEN REALMS™

IBM VGA DISPLAY



AVAILABLE NOW: ● **IBM**

AVAILABLE SPRING '92: ● **AMIGA**

CLUE BOOK AVAILABLE — **SEE PAGE 8 FOR DETAILS!**

By Westwood Associates.

▲ ***Brave the haunting forest on the way to the dread Temple Darkmoon.***

IBM VGA DISPLAY

◀ ***One slip – in combat or in conversation – can bring the whole force of the enemy against you!***

Advanced Dungeons & Dragons®
COMPUTER PRODUCT

AN EXCITING NEW EXPERIENCE IN FANTASY ADVENTURING!

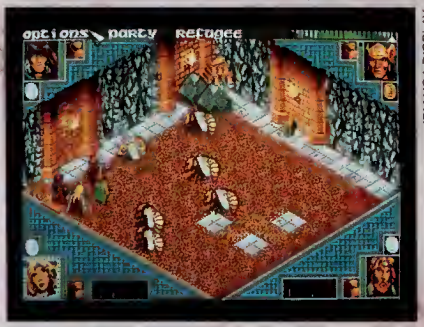
Combining elements of role-playing with strategy, exploration and action, *Shadow Sorcerer* is an exciting new way to play in the DRAGONLANCE™ game world! This animated adventure offers a fantastic feature: you control the four heroes in your party simultaneously — even during fully-animated real-time combat!

Select your party from sixteen DRAGONLANCE heroes, each with unique strengths and abilities already made for you. Then set out for the vast wilderness. Explore inside caverns, keeps, caves and dungeons. Discover items, weapons and hints of safe havens.

But beware: danger is everywhere! You'll battle bands of vicious monsters, duel with endless swarms of Draconians and confront Ember, the Great Red Dragon!

This fast-paced adventure boasts a "point-and-click" game system that's easy to use — a priceless asset when you're controlling four characters in real-time combat! And just in case things get out of hand, your heroes come with pre-set strategies, even before combat begins!

DRAGONLANCE™



IBM VGA DISPLAY

AVAILABLE NOW: **● IBM ● AMIGA**

CLUE BOOK AVAILABLE **— SEE PAGE B FOR DETAILS!**

By U.S. Gold.

IBM VGA DISPLAY

▶ ***Find safe havens for the refugees before the Red Dragon and its army find you!***

▲ ***Control all four characters at once as you attempt to defeat the minions of evil and escape from slavery!***

Advanced Dungeons & Dragons
COMPUTER PRODUCT

THE FINAL CHALLENGE, THE ULTIMATE ENEMY...

...a cataclysmic conclusion to the greatest AD&D computer fantasy role-playing series ever!

NEW!

First there was *Pool of Radiance*. Next came *Curse of the Azure Bonds*. Then followed *Secret of the Silver Blades*. Now, the epic has come full circle — *Pools of Darkness* takes you back to the Moonsea area for the final battle against the ultimate enemy.

Prepare yourself for the biggest adventure yet! *Pools of Darkness* propels you into alternate dimensions on an enormous quest. And, it boasts a fully evolved version of the award-winning game system used throughout the series.

Transfer your characters from *Secret of the Silver Blades* with levels, money and items intact, or create new characters! Either way, you're in for some high-level action! Battle monsters never before encountered. Cast powerful new spells. Achieve character levels well above the 25TH level!

As if this weren't enough, state-of-the-art graphics and crisp digitized sound make this a true masterpiece of the fantasy role-playing art!

FORGOTTEN REALMS

IBM VGA DISPLAY

AVAILABLE NOW: ● **IBM**

AVAILABLE SPRING '92: ● **AMIGA**

CLUE BOOK AVAILABLE — **SEE PAGE 8 FOR DETAILS!**

By SSI Special Projects Team.

▲ ***Your quest propels you into other dimensions, where you'll meet strange and powerful beings.***

IBM EGA DISPLAY

◀ ***You and your party of heroes must be ever vigilant – Bane's deadly minions are everywhere!***

Advanced Dungeons & Dragons®
COMPUTER PRODUCT

NEW!

THE DARK QUEEN OF KRYNN.

The epic began with *Champions of Krynn*. It continued with *Death Knights of Krynn*. Now, the awesome conclusion to SSI's award-winning DRAGONLANCE® fantasy role-playing epic is here! *The Dark Queen of Krynn* propels you across the sea to Taladas for the final battle against Krynn's worst nightmare!

IBM VGA DISPLAY

The Dark Queen of Krynn boasts a fully evolved version of the award-winning game system used throughout SSI's famous gold-box series. Transfer your characters from *Death Knights of Krynn* with levels, money and items intact, or create new ones! Battle monsters twice as big as you've ever encountered. Uncover powerful new items. Achieve character levels up to the 40th level!

All this *plus* state-of-the-art graphics, crisp digitized sound and extensive underwater exploration make this the adventure of a lifetime!

AVAILABLE SPRING '92: ● **IBM** ***CLUE BOOK AVAILABLE*** — **SEE PAGE 8 FOR DETAILS!**

By Micro Magic.

NEW!

TREASURES OF THE SAVAGE FRONTIER.

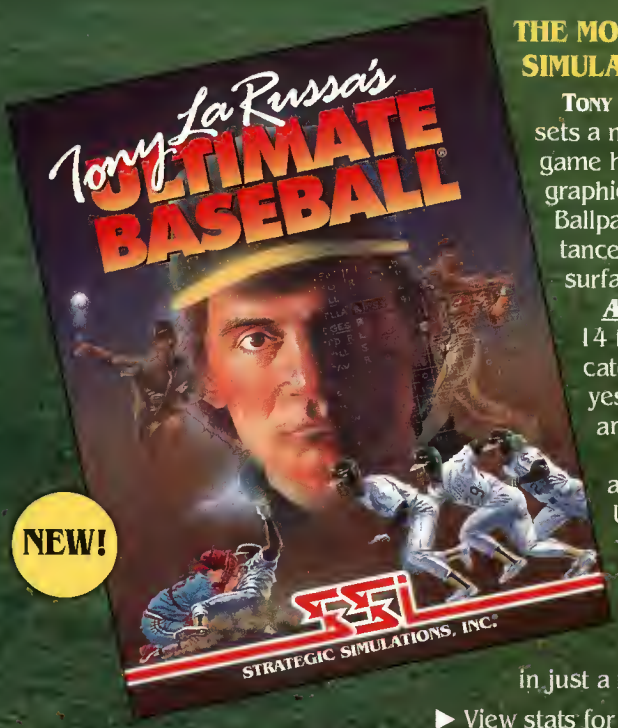
This incredible sequel to SSI's mega-hit *Gateway to the Savage Frontier* will leave you reeling! The award-winning game system used throughout SSI's famous gold-box series continues to evolve – *new features abound!* Movement and combat are now subject to the affects of weather. Players can now interact with NPCs (even have romances!). Plus, in some situations, combat reinforcement can give you extra help when you need it most. And with the Savage Frontier teetering on the brink of all-out war, you can be sure this feature will be put to good use!

IBM VGA DISPLAY

Transfer your characters from *Gateway to the Savage Frontier* or create new 5th level ones. You'll find much more to explore, and the freedom to explore it the way you want! What more can you ask for?

AVAILABLE SPRING '92: ● **IBM** ***CLUE BOOK AVAILABLE*** — **SEE PAGE 8 FOR DETAILS!**

By Beyond Software.



NEW!

THE MOST ACCURATE BASEBALL SIMULATION – *EVER!*

TONY LA RUSSA'S ULTIMATE BASEBALL sets a new standard! This superb game has everything: State-of-the-art graphics and ultra realistic action. Ballparks with the right fence distances, wind conditions, turf surfaces.

And all the stats: 49 batting, 14 fielding and 44 pitching stat categories! Plus complete stats of yesteryears' super-stars. Sorted any way you like, instantly.

Varying levels of difficulty and detail make TONY LA RUSSA'S ULTIMATE BASEBALL as challenging or as easy as you like.

Check out these highlights:

▶ Play a full 162-game season, including playoffs, in just a few hours.

▶ View stats for every player and team for an entire season – at any time during the season.

▶ Unique Streak Rating. "Streaky" players will have characteristic hot and cold streaks.

▶ Clutch Performance and Injury ratings increase the realism.

▶ Players wear team uniforms – including home and away colors.

▶ Right and left-handed fielders are graphically represented on the field – not just pitchers.

▶ Trade players, create Dream and Fantasy Teams, or draft an entire league with friends.

▶ For one or two players and computer vs. computer. Includes "Manage only" and "Action" modes.

▶ Three levels of game play – TONY LA RUSSA'S ULTIMATE BASEBALL is easy to learn.

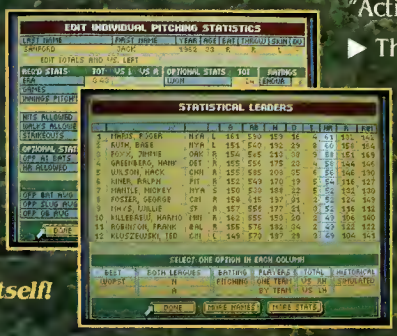
So step up to the plate and play, or manage from the bench. Either way, it's time to *play ball!*

Note: not all features available on C-64 version.

IBM VGA DISPLAYS

▲ *Sizzling graphics – you'll feel like you're really in the big leagues!*

▶ *This game is so statistically detailed, it's in a league all by itself!*



AVAILABLE NOW: ● IBM ● C-64/128

By [illegible]ord Software

ULTIMATE BASEBALL EXPANSION DISKS FOR TONY LA RUSSA'S ULTIMATE BASEBALL.

The greatest lineup of data disks for the best – and most accurate – computer baseball game ever!

Each data disk, sold separately, is a fantastic way to get even more realism, excitement and fun out of TONY LA RUSSA'S ULTIMATE BASEBALL:

▶ **GREAT TEAMS 1901–1968 DISK.** Contains the historically accurate stats and rosters for these all-time great teams from baseball's golden era:

N.L. Teams –
Chicago '06 and '29
Pittsburgh '09
New York '12 and '33
St. Louis '34, '46 and '67
Brooklyn '55
Milwaukee '57
San Francisco '62
Los Angeles '65

A.L. Teams –
Detroit '09 and '68
Philadelphia '11 and '29
Chicago '19 and '59
New York '27, '41, '53 and '61
Boston '15 and '46
Cleveland '54
Minnesota '65

▶ **A.L. STADIUMS DISK.** Allows you to play in all current 14 A.L. stadiums. State-of-the art graphics and technology render the largest, most detailed and accurate stadiums ever!

▶ **N.L. STADIUMS DISK.** Lets you play in all current 12 N.L. stadiums with stunning realism and detail!

▶ **CLASSIC STADIUMS DISK.** Contains all the historic stadiums with old-time infields: Polo Grounds, Ebbets Field, Old Yankee Stadium ("The House That Ruth Built"), Forbes Field, Shibe Park and more!

▶ **FANTASY MANAGER DISK.** Draft any combination of divisions and leagues and assign stadiums to teams! Choose from millions of computer manager personalities or from pre-designed famous historical manager types. Players can ask Tony La Russa for advice on a draft choice!

EACH DISK SOLD SEPARATELY. SEE PAGE 14 FOR COMPLETE ORDERING INFORMATION.

BUCK ROGERS™

JUMPIN' JUPITER – THIS IS REAL ROLE-PLAYING!

MATRIX CUBED picks up where SSI's popular *COUNTDOWN TO DOOMSDAY* leaves off – and keeps on going! A much bigger universe means much more to explore – including, for the very first time, Jupiter! And, with nearly twice as many new and different monsters, combat is fast, furious, and futuristic!

Role-playing in space has never been this good: *MATRIX CUBED* uses an enhanced version of SSI's award-winning AD&D® computer fantasy role-playing game system. That means serious role-playing – your characters gain levels and skills as they explore the vast, complex and dangerous universe of the 25TH century.

NEW!

Transfer characters from *COUNTDOWN TO DOOMSDAY* or create new ones. Meet friends and enemies from the last adventure as your new quest unfolds.

Aided by higher character levels and better equipment, you and your team must scour the solar system and rescue scientists who can build the Matrix Device. This machine can transform any substance into pure energy, and is the only hope left for the devastated and enslaved Earth!

IBM VGA DISPLAY

▲ *Engage in tactical combat on the surface of Venus. Will your plasma throwers, laser pistols and grenades be enough?*

AVAILABLE NOW: ● **IBM**

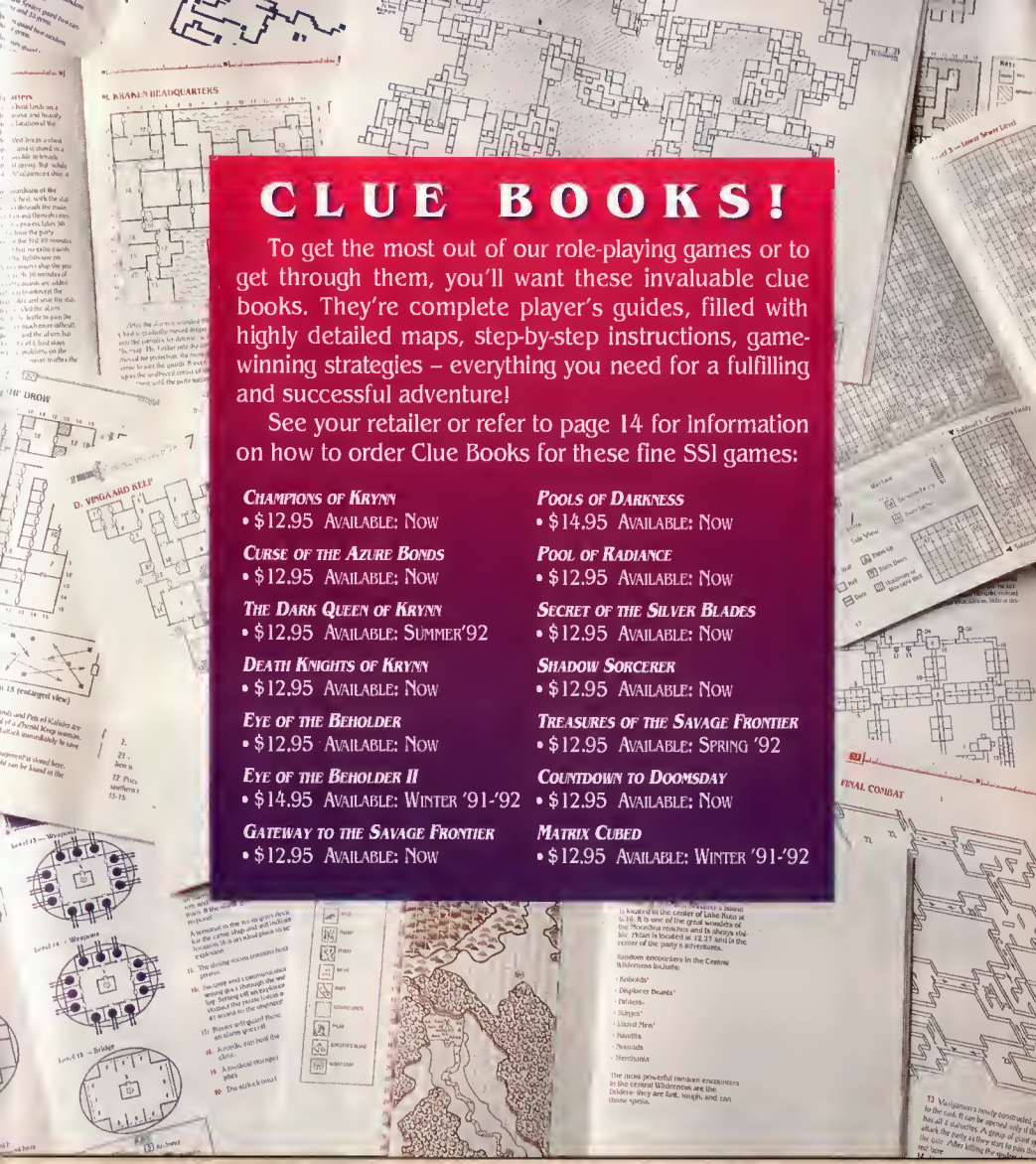
AVAILABLE FIRST QUARTER '92: ● **AMIGA**

CLUE BOOK AVAILABLE **— SEE PAGE 8 FOR DETAILS!**

By SSI Special Projects Team.

IBM VGA DISPLAY

◀ *Killer Kane, Buck Rogers' age-old nemesis, offers your team his assistance. Do you accept or is this a trap?*



CLUE BOOKS!

To get the most out of our role-playing games or to get through them, you'll want these invaluable clue books. They're complete player's guides, filled with highly detailed maps, step-by-step instructions, game-winning strategies – everything you need for a fulfilling and successful adventure!

See your retailer or refer to page 14 for information on how to order Clue Books for these fine SSI games:

Champions of Krynn
• $12.95 Available: Now

Curse of the Azure Bonds
• $12.95 Available: Now

The Dark Queen of Krynn
• $12.95 Available: Summer'92

Death Knights of Krynn
• $12.95 Available: Now

Eye of the Beholder
• $12.95 Available: Now

Eye of the Beholder II
• $14.95 Available: Winter '91-'92

Gateway to the Savage Frontier
• $12.95 Available: Now

Pools of Darkness
• $14.95 Available: Now

Pool of Radiance
• $12.95 Available: Now

Secret of the Silver Blades
• $12.95 Available: Now

Shadow Sorcerer
• $12.95 Available: Now

Treasures of the Savage Frontier
• $12.95 Available: Spring '92

Countdown to Doomsday
• $12.95 Available: Now

Matrix Cubed
• $12.95 Available: Winter '91-'92

NEVERWINTER NIGHTS

The first AD&D® computer game — *online!*

Neverwinter Nights lets you join a nationwide network of FRP gamers and together, continue your exciting adventures in the FORGOTTEN REALMS™ game world!

The peaceful town of Neverwinter is threatened by invading monsters and a hostile neighbor. Imagine the fun and excitement when you enlist as one of the town's defenders — the other adventurers you meet are actually controlled by human players around the country!

Neverwinter Nights is available from America Online.® For $19.95, you'll receive the game's Rulebook, Journal, Data Card and Communication Software. For more details or to place your order, call:

America Online
1-800-827-6364, Ext. 5541.

SYSTEM REQUIREMENTS:

IBM PC or PC Compatible with 512K RAM, EGA (or higher) card and Hayes/compatible modem. You'll need a hard drive and a floppy disk drive; or one high density drive; or 2 floppy drives.

EYE OF THE BEHOLDER – This mega-hit begins the first graphically based AD&D® computer fantasy role-playing saga! Easy to use "point-and-click" commands and an amazing 3-D point of view create an awesome "you are there" feeling! Based on AD&D® 2nd Edition game rules. **IBM, AMIGA.**

By Westwood Associates.

IBM VGA DISPLAY

GATEWAY TO THE SAVAGE FRONTIER – The first volume in an *all-new* AD&D® gold-box computer fantasy role-playing epic! Enter the lands of an area never before explored in a computer fantasy role-playing game – the Savage Frontier! How can you resist?

IBM, C-64/128. *AMIGA: WINTER '91/'92.*

By Beyond Software.

IBM VGA DISPLAY

SECRET OF THE SILVER BLADES – The incredible sequel to *Curse of the Azure Bonds!* Continue your exciting saga in the FORGOTTEN REALMS™ game world as you explore a huge 3-D adventuring expanse. Your quest: unravel age-old mysteries and stop an evil invasion!

IBM, C-64/128, AMIGA, MACINTOSH.

By SSI Special Projects Team.

IBM EGA DISPLAY

CURSE OF THE AZURE BONDS – In this, the stunning sequel to *Pool of Radiance*, you are enslaved by mystical powers. Your only hope for freedom is to search the Realms for the members of a dark alliance – the creators of your bonds!

IBM, C-64/128, AMIGA, MACINTOSH.

By SSI Special Projects Team.

IBM EGA DISPLAY

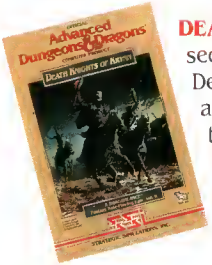
POOL OF RADIANCE – The original AD&D® computer fantasy role-playing game! The fabled city of Phlan has been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phlan of this vile infestation.

IBM, C-64/128, AMIGA, MACINTOSH.

By SSI Special Projects Team.

AMIGA DISPLAY

SCIENCE-FICTION ADVENTURE!



DEATH KNIGHTS OF KRYNN – The incredible sequel to *CHAMPIONS OF KRYNN!* The Lord of the Death Knights is amassing an overpowering army of undead. You and your party stand as the only force capable of meeting this challenge – and living to tell of it!

IBM, C-64/128, AMIGA.

By SSI Special Projects Team.

AMIGA DISPLAY

CHAMPIONS OF KRYNN – The first computer fantasy role-playing epic set in the legendary DRAGONLANCE™ game world! Guide your characters through a dark web of intrigue and combat, where dragons, draconians and other horrors dwell!

IBM, C-64/128, AMIGA.

By SSI Special Projects Team.

IBM EGA DISPLAY

DRAGONSTRIKE – The first-ever dragon combat simulator lets you fly the mighty dragons of Krynn into fierce aerial combat! The realistic first-person viewpoint propels you into a detailed, fully animated, 3-D world of incredible action and excitement! Over 20 different missions to master. **IBM, AMIGA.**

By Westwood Associates.

IBM VGA DISPLAY

BUCK ROGERS™: COUNTDOWN TO DOOMSDAY – Computer role-playing in space with a specially enhanced version of SSI's award-winning AD&D® gold-box computer fantasy role-playing game system. Join Buck Rogers in the heroic fight for interplanetary justice! **IBM, C-64/128, AMIGA.**

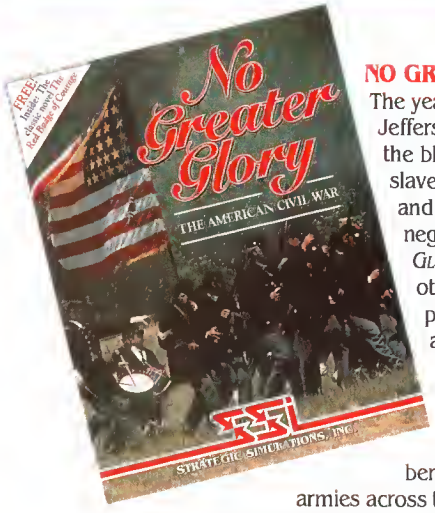
By SSI Special Projects Team.

IBM VGA DISPLAY

RENEGADE LEGION: INTERCEPTOR™ – applies the power of the computer to re-create FASA's premium sci-fi game. Wage a campaign of galactic struggle between TOG and the Renegade Legions – experience tactical ship-to-ship space combat at its very best!

IBM, AMIGA. *By Graeme Bayless, Scot Bayless and Michael Mancuso.*

IBM EGA DISPLAY



NO GREATER GLORY: THE AMERICAN CIVIL WAR.™

The year is 1861 and you are Abraham Lincoln...or Jefferson Davis. The immensity of this war dawns on you – the bloody battles *and* the conflicts over such issues as slavery, taxes, inflation and enlistment of negroes. *No Greater Glory* covers these and other major military, political, diplomatic and economic aspects of the Civil War. From the leading politicians and generals of the time, assign your cabinet members, foreign envoy and military leaders. Move your armies across the map and order your generals into battle.

IBM EGA DISPLAY

Enter your decisions quickly and easily with the "point-and-click" mouse interface. Superb graphics present you with immediate feedback of your actions.

Every game can end differently. For example, as Lincoln, you could lose the election of 1864 – and the game! As Davis, your foreign envoy may win the war with words – by convincing Europe to recognize the Confederacy. This and much more make *No Greater Glory* the most complete re-enactment of the war that divided a nation!

IBM. ***AMIGA, MACINTOSH: WINTER '91-'92.*** *By Edward Bever, PhD and Patricia Bever.*

WESTERN FRONT: THE LIBERATION OF EUROPE, 1944-1945.™

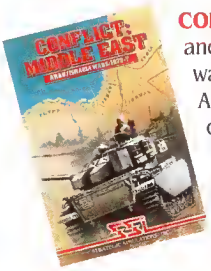
Advanced wargamers everywhere recognized *Second Front* as the definitive simulation of the war in Russia. Now SSI focuses that highly-praised game system westward to Europe. Starting on May 17, 1944 – just before D-Day – and ending in 1945, *Western Front* uses a map that extends from France to Berlin, and England to Southern Italy. Each turn represents four days of action in this grand strategic wargame.

IBM EGA DISPLAY

Western Front contains the campaign game *Overlord* and three smaller scenarios: Breakout from Normandy; The Battle for Italy; and the Battle of the Bulge.

Control every detail of the land and air war – all the way down to the individual infantry squads, gun tubes and vehicles! What you can't control are weather, politics and supplies that can affect many of your best-laid plans. Direct air operations that include interdiction, airlifts and strategic bombing. Pop-up windows allow you to review unit assets in detail. Call up such vital data as enemy controlled areas, supply levels, and unit readiness and experience. Exercise direct control over production facilities – or let the computer do the job! For one or two players.

IBM. *By Gary Grigsby.*



CONFLICT: MIDDLE EAST™ offers you historical and hypothetical action in the world's most war-torn region. Fight the entire historical 1973 Arab/Israeli conflict on an operational level. Or choose the hypothetical 1990s scenario for modern-day desert warfare. You control every detail of land and air war – down to the individual infantry squad, vehicle and gun tube!

IBM, AMIGA.

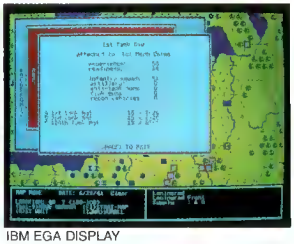
By Norm Koger, Jr.

IBM EGA DISPLAY

SECOND FRONT™ is the most detailed Russian Front computer simulation ever! Relive the invasion of Russia as Hitler unleashes "Operation Barbarossa" in this grand scale, division-level, strategic game. Each player starts with over 150 Divisions, with asset information available to the individual tank, plane and infantry squad level!

IBM, AMIGA.

By Gary Grigsby.



IBM EGA DISPLAY

TYPHOON OF STEEL™

This game is the very best construction set of American, Japanese, British and German combat in World War II. Each unit symbol represents one tank/gun or a squad of infantry. The action is so detailed, you'll feel like you're caught in the middle of a banzai charge of the Japanese Army!

IBM, C-64/128, AMIGA.

By Gary Grigsby.

STORM ACROSS EUROPE™

This fast, exciting game allows you to simulate World War II on a grand strategic scale — in as little as one evening! Multiple scenarios and the ability to change starting levels for each country allow for endless variations. Up to three players can play this game, with the computer able to control the Allies and/or the Russians.

IBM, C-64/128, AMIGA.

By Dan Cermak.

WARGAMES CAN BE ORDERED DIRECTLY FROM SSI. SEE PAGE 14 FOR COMPLETE ORDERING INFORMATION.

KAMPFGRUPPE™

Hall of Fame Award, 1988, *Computer Gaming World Magazine*. Computer Wargame of the Year, 1985, *Fire & Movement Magazine*. The definitive tactical simulation of Eastern Front armored warfare. Every weapon used on the Russian Front (1941-45) is historically rated.

IBM, C-64/128, AMIGA.

By Gary Grigsby.

GETTYSBURG: THE TURNING POINT™

Hall of Fame Award, 1988, *Computer Gaming World Magazine*. 1986 Charles S. Roberts Award – Best Military/Strategy Computer Game. This decisive confrontation is re-created in consummate detail and accuracy.

IBM, C-64/128, AMIGA.

By David Landrey & Chuck Kroegel.

BATTLES OF NAPOLEON™

1989 Wargame of the year, *Computer Gaming World Magazine*. 1988 Charles S. Roberts Award – Best Pre-20th Century Computer Game. A full-blown construction set – you get all the tools to simulate practically any Napoleonic battle on a detailed, tactical level!

IBM, C-64/128.

By David Landrey & Chuck Kroegel.

COMING IN 1992

► ***Conflict: Korea***. An operational wargame set during the 1950-51 conflict between the United Nations and Communist forces in Korea. From popular author Norm Koger, this game includes 3 scenarios and 1 hypothetical modern-day scenario.

► ***Carrier Strike: South Pacific 1942-1944***. An exciting, dynamic tactical carrier battle game from Gary Grigsby, author of SSI's *Western Front*, *Second Front*, and *Kampfgruppe*. The first SSI WWII game to connect naval battles together to form a campaign game!

► A political/military simulation of **war with Iraq** featuring different political alliances. Based on TSR's *A Line in the Sand*™ board game.

► An exciting new single character fantasy role-playing game featuring **stunning digitized art**, a huge game world, and a state- of-the-art "point and click" interface.

► A science fiction role-playing game with state-of-the-art graphics and interface. The **first in a new series** of SSI role-playing games.

► A new, high-powered fantasy role-playing game set in TSR's AD&D® DARK SUN™ game world. **Features more spells** than any other SSI AD&D game! Introduces ***psionics***, the power of the mind.

► A **fantasy space combat** game set in TSR's AD&D SPELLJAMMER™ fantasy world.

► A **premium AD&D fantasy role-playing game** set in TSR's FORGOTTEN REALMS® game world featuring **AD&D 2nd Edition game rules**. Adventuring and combat occur from the same perspective, creating a smooth, realistic flow!

► A World War II **3-D battleship combat simulator** set in the North Atlantic.

NEW 900# HINT LINE

Stuck in the middle of a game? Need hints to continue or to win? Call this number (from U.S. only!):

(900) 737-HINT
(900) 737-4468

SSI's new hint service is the help you need for many of our games:

☎ Receive immediate help. No more waiting for an open line!

☎ Easy touch-tone telephone access transfers you directly to the hints you need.

☎ Hints available 24 hours a day, 7 days a week. Call anytime!

Cost is $0.95 for the first minute; $0.75 for each additional minute.

- Minors, please get your parent's permission before calling.
- For touch-tone phones only.
- This number is for hints only! For disk or system related problems, please call SSI Technical Support at (408) 737-6850.

For extensive hints, check out our full line of clue books (see page 8).

ON-LINE SUPPORT

SSI product support is now available on these on-line services:

CompuServe:
Call 1-800-848-8199 and ask for representative #329 to receive a free membership and $15 usage credit.

America Online:
Call 1-800-827-6364 for free software and free trial membership.

GEnie:
Call 1-800-638-9636 for client services.

The SSI main business number is: (408) 737-6800.

STRATEGIC SIMULATIONS, INC.®

DISK/SYSTEM ISSUES

If you encounter disk or system related problems, please call: **SSI Technical Support** at **(408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday (except holidays).

NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER!

Back-up/replacement disks: Send $10 per disk plus $4.00 shipping/handling (California residents add applicable sales tax) to:

Disks, SSI, 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086

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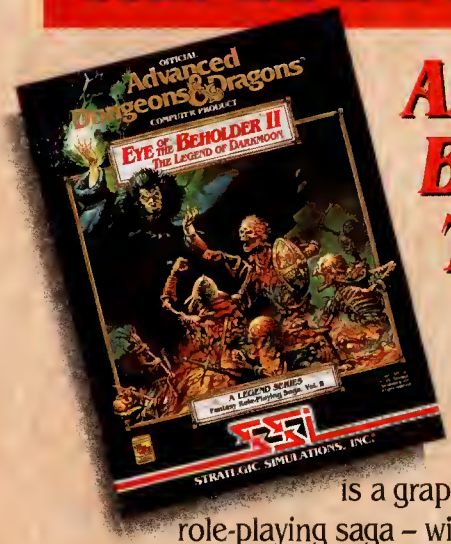

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